



ALTERNATE ARTIFICER

HOMEBREW

A Streamlined and Satisfying take on the Masters of Arcane Invention

THE ARTIFICER

A graying gnome hunched over his workbench, carefully adjusting the clockwork mechanism that would power his creation. Before him laid an automaton of intricate iron gears within a suit of plate armor, built to resemble a large gnome. As the tiny inventor affixed his signature mithril mustache to the face plate, a jolt of electric-blue magic flashed from the automaton. With a sharp motion, the Steel Defender sat upright and awaited the first command of its creator.

The goblin delicately made his way down the tunnel that he had booby-trapped with vials of noxious fumes and acids. This was the third time this year his clan had moved burrows to avoid being raided by adventuring parties, and the inventive goblin was determined to protect the newest home burrow. He was confident that *this time* he would stop the adventurers that always seemed to find their way to his home.

A young human woman, wearing a leather apron over her fine clothes, flexed the steel gauntlet she had just enchanted. As she closed her fist the gauntlet let forth a blinding arc of lavender lightning, destroying the table on the opposite side of the room. As the dust settled, she affixed the gauntlet to her now complete suit of Arcane Armor. When she revealed this, her latest creation, to her father, he would have no choice but to finally show her his approval.

MASTERS OF INNOVATION

Relentless in their pursuit of innovation, artificers are defined by their insatiable curiosity and willingness to push the limits of arcane invention, even at great risk to themselves. For most artificers, they stake their personal value on the fruits of their experimentation, and they see mastering the basics of their chosen craft as the first step toward true greatness.

Deep down, the goal of every artificer is the discovery of a new groundbreaking invention, magical or otherwise. Some artificers are engineers, students of science and warfare, who bring their considerable intellect to bear to construct deadly weapons augmented with magic. Others view themselves as artists, combining the rigid formulas of arcane magic with the artisanal touch of their own specialized tools and.

FIERCE RIVALRIES

Almost every artificer has a rival, most often another artificer who they seek to outdo at every turn. These intense rivalries are the sole motivation of some artificers, and outdoing their rival is more valuable than any fame or riches they could gain from their discoveries. Many are willing to risk everything they have to achieve at a new breakthrough before their rival.

By the same token, artificers with similar philosophies and aims often band together in loose artisan's guilds. They share insights and discoveries, hoping to keep ahead of rival guilds by pooling resources and working as a team. However, even when working together, most artificers are protective of any insights they think could lead to a groundbreaking discovery.



CREATING YOUR ARTIFICER

When creating an artificer, think about their background and drive for adventure. Who is their rival and what event started their feud? What is your artificer's relationship with the artisan who taught them the basics of their craft? Are they part of a guild? What role do artificers play in the campaign world? Do artificer guilds exist in all the major cities, or are you the first person to pursue the path of arcane invention?

Most importantly, what does your artificer look like? Not all arcane inventors work with gears and grease. Is your artificer the student of a hag who uses weird magick to imbue totems of bone with arcane energy? Or, are you an enchanter who carves elvish runes into elaborate wooden wands and staffs?

MULTICLASSING AND THE ARTIFICER

If your group uses the rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose the artificer as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least an Intelligence score of 13 to take a level in this class, or to take a level in another class if you are already an artificer.

Proficiencies Gained. If artificer isn't your initial class, you gain proficiency in light armor, medium armor, shields, tinker's tools, and one type of artisan's tools of your choice.

Spellcasting. If you have a feature from another class that allows you to learn and cast spells, you can use your artificer spell slots to cast the spells you gained through that feature, and you can use those spell slots to cast your artificer spells.



THE ARTIFICER

Level	PB	Class Features	Spells Known	1st	2nd	3rd	4th	5th	Infusions Known
1st	+2	Infusions, Specialization	—	—	—	—	—	—	2
2nd	+2	Spellcasting	2	2	—	—	—	—	3
3rd	+2	Specialization Feature	3	3	—	—	—	—	3
4th	+2	Ability Score Improvement	3	3	—	—	—	—	3
5th	+3	Specialization Feature	4	4	2	—	—	—	4
6th	+3	Adjustable Inventions, Tool Expertise	4	4	2	—	—	—	4
7th	+3	Flash of Genius	5	4	3	—	—	—	4
8th	+3	Ability Score Improvement	5	4	3	—	—	—	5
9th	+4	Specialization Feature	6	4	3	2	—	—	5
10th	+4	Magic Item Mastery (4)	6	4	3	2	—	—	5
11th	+4	Wondrous Item	7	4	3	3	—	—	6
12th	+4	Ability Score Improvement	7	4	3	3	—	—	6
13th	+5	—	8	4	3	3	1	—	6
14th	+5	Arcane Breakthrough, Magic Item Mastery (5)	8	4	3	3	1	—	7
15th	+5	Specialization Feature	9	4	3	3	2	—	7
16th	+5	Ability Score Improvement	9	4	3	3	2	—	7
17th	+6	—	10	4	3	3	3	1	8
18th	+6	Magic Item Mastery (6)	10	4	3	3	3	1	8
19th	+6	Ability Score Improvement	11	4	3	3	3	2	8
20th	+6	Soul of Artifice	11	4	3	3	3	2	8

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per artificer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per artificer level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, hand crossbows, (firearms)

Tools: Thieves' tools, tinker's tools, one type of artisan's tools.

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, Sleight of Hand.

EQUIPMENT

You start with the following equipment:

- a simple weapon and a set of artisan's tools of your choice
- (a) studded leather or (b) scale mail
- A light crossbow and 20 bolts
- Tinker's tools and a dungeoneer's pack

QUICK BUILD

You can make an artificer quickly by using these suggestions. First, make Intelligence your highest ability score, followed by Dexterity. Second, choose the artisan background. Third, choose the Enhanced Defense and Repeating Shot Infusions.

INFUSIONS

You have learned to imbue objects with magic. At 1st level, you learn two Infusions of your choice from the list at the end of this class. As you gain levels, you learn more Infusions, as shown in the Infusions Known column of the Artificer table.

At the end of each long rest, as long as you have access to a set of tools that you are proficient in, you can replace one of your Infusions Known with another Infusion of your choice, so long as you meet the prerequisites for that Infusion.

INFUSING AN OBJECT

At the end of a long rest, you can use any set of tools that you are proficient with, to touch a nonmagical object and imbue it with an Infusion you know. If it requires attunement, you can attune the instant you infuse it, or you can forgo attunement so another creature can attune to it. To attune to the infused item later, you must follow the normal attunement process.

The Infusion remains in an item indefinitely. If you die, the Infusion vanishes after a number of days have passed equal to your Intelligence modifier (minimum of 1 day). Infusions vanish immediately if you give up your knowledge of one to learn another, or imbue the Infusion into another object.

You can infuse multiple objects at the end of each long rest, up to one for each Infusion you know. Each Infusion can be in only one object at a time, and no object can bear more than one Infusion. If you transfer an Infusion to a new object, the previous instance of that Infusion immediately ends.





SPECIALIZATION

At 1st level, choose one of the following Specializations that best represents the research focus and invention of your artificer: Alchemist, Armorer, Battle Smith, or Wandslinger, each of which is detailed at the end of this class description.

Your Specialty grants features at 1st level, and again when you reach 3rd, 5th, 9th, and 15th level in this class.

SPELLCASTING

At 2nd level, you learn to use your tools and your signature brand of magic, you can produce strange and wondrous spell effects from objects that you imbue with arcane power.

SPELL SLOTS

The Artificer table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast a spell, you must expend a slot equal to the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *magic missile* and have a 1st-level and a 2nd-level spell slot available, you can cast *magic missile* using either spell slot.

SPILLS KNOWN OF 1ST-LEVEL AND HIGHER

You know two 1st-level spells of your choice from the artificer spell list. The Spells Known column of the Artificer table shows when you learn more artificer spells of your choice. Each spell must be of a level for which you have spell slots. For example, when you reach 5th level in this class, you can learn one new artificer spell of either 1st or 2nd-level.

When you gain a level in this class, you can replace one of the artificer spells you know with another artificer spell for which you have spell slots.

SPECIALIZATION SPELLS

Each Specialization has a list of Specialization Spells that you learn at the artificer levels noted in its description. These Specialization Spells count as artificer spells for you, but they don't count against your total number of Spells Known.

SPELLCASTING ABILITY

Intelligence is the spellcasting ability for your artificer spells, as you use your understanding of the arcane to produce your spells. You use your Intelligence whenever a spell refers to your spellcasting ability, or when you set the saving throw DC or make a spell attack roll for an artificer spell.

Spell save DC = 8 + your proficiency bonus
+ your Intelligence modifier

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

SPELLCASTING FOCUS

You must use either your tinker's tools, a set of artisan's tools with which you are proficient, or an item bearing one of your Infusions as spellcasting focus for your artificer spells.

While you have access to a set of tools with which you are proficient, you know both the *mending* cantrip and *identify*, but they don't count against your number of Spells Known. You can cast *identify* spending a spell slot, or as a ritual.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ADJUSTABLE INVENTIONS

Starting at 6th level, you can alter your Infusions on the fly. When you finish a short rest, so long as you have a proficient set of tools, you can replace one Infusion you know with another Infusion of your choice, and imbue it in an object you touch. If the new Infusion requires attunement, it follows the normal attunement rules for attuning to an Infusion.

Once you use this ability you must complete a long rest before you can use it again.



TOOL EXPERTISE

There are few who can match an artificer's innate talent with their tools of choice. Starting at 6th level, whenever you make an ability check that uses a tool with which you are proficient, you can add double your proficiency bonus to your roll.

FLASH OF GENIUS

Beginning at 7th level, your analytical mind can offer potent insights and suggestions at a moments notice. As a reaction, when you, or another creature you can see within 30 feet, makes an ability check or a saving throw, you can add your Intelligence modifier (minimum of +1) to the result of the roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

MAGIC ITEM MASTERY

You have gained a deep understanding of the inner workings and creation of magic items. Beginning at 10th level, you can attune to up to four magic items at once, and for you, crafting a magic item with a rarity of Common or Uncommon takes a quarter of the normal time and costs half the normal gold.

The number of magic items you can attune to at one time increases at 14th level (5 items) and at 18th level (6 items).

WONDROUS ITEM

Starting at 11th level, you master the storing of magic within the mundane. At the end of each long rest, you can touch one weapon or item and imbue it with an artificer spell of 1st or 2nd-level of your choice, that has a casting time of 1 action.

While holding the item, any creature can use an action to cast the imbued spell using your spellcasting ability modifier. If it requires concentration, they must concentrate on it.

The spell stays imbued in the object until it has been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again.

ARCANE BREAKTHROUGH

Beginning at 14th level, your expert understanding of magic items allows you to attune to any magic item regardless of any alignment, class, race, spell, or level requirements.

SOUL OF ARTIFICE

You imbue a spark of your own essence in the magic items you bear. At 20th level, you gain a +1 bonus to all saving throws for each magic item you are attuned to. In addition, if you are reduced to 0 hit points but not killed out-right, you can choose to end your attunement to one magic item or Infusion, causing you to drop to 1 hit point instead of 0.

ARTIFICER SPELL LIST

When you learn an artificer spell, consult the list below. It is organized by spell level, not character level. The spells listed below can be found in the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

1ST LEVEL

*absorb elements**
alarm
*catapult**
*caustic brew***
color spray
cure wounds
detect magic
disguise self
ensnaring strike
expeditious retreat
faerie fire
false life
feather fall
fog cloud
grease
heroism
identify
jump
magic missile
purify food and drink
sleep
witch bolt

2ND LEVEL

aid
arcane lock
blur
continual flame
cordon of arrows
darkvision
earthbind
enhance ability
enlarge/reduce
heat metal
invisibility
lesser restoration
levitate
magic mouth
magic weapon
*pyrotechnics**
rope trick
see invisibility
*skywrite**
spider climb
web

3RD LEVEL

blink
*catnap**
create food and water
daylight
dispel magic
elemental weapon
*flame arrows**
fly
glyph of warding
haste
*intellect fortress***
*life transference**
lightning arrow
protection from energy
revivify
sending
slow
*tiny servant**
water breathing

4TH LEVEL

arcane eye
dimension door
elemental bane
fabricate
faithful hound
freedom of movement
greter invisibility
resilient sphere
secret chest
stone shape
*summon construct***

5TH LEVEL

animate objects
arcane hand
awaken
creation
*far step**
greater restoration
passwall
*skill empowerment**
*transmute rock**
wall of light
wall of stone



SPECIALIZATION

At 1st level, an artificer chooses their Specialization from the following: Alchemist, Armorer, Battle Smith, or Wandslinger.

ALCHEMIST

Alchemy is a delicate art, tip the ratio of ingredients too far out of line and the effects could be disastrous. Alchemists are experts at combining exotic reagents to produce a variety of materials and effects. From healing droughts that can heal a wound in moments, to sticky goo that explodes when it comes in contact with flame. With the right reagents, and a bit of luck, Alchemists use their wondrous Elixirs to give life to their allies and leech it away from their foes.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with alchemist's supplies. If you are already proficient with alchemist's supplies, you gain proficiency with a set of artisan's tools of your choice.

ALCHEMICAL ELIXIRS

When you adopt this Specialization at 1st level, you learn the *acid splash* cantrip, and it counts as an artificer spell for you.

You also learn to create Elixirs that mimic spell effects. At 1st level, your total number of Infusions Known increases by one, but this additional Infusion must be an Elixir.

You gain a second bonus Infusion at 9th level, and a third at 15th level, both of which must also be Elixirs. Your Elixirs and their effects are detailed at the end of this Specialization.

ALCHEMIST SPELLS

Artificer Level Spells

2nd	<i>healing word, inflict wounds</i>
5th	<i>acid arrow, flaming sphere</i>
9th	<i>gaseous form, mass healing word</i>
13th	<i>blight, death ward</i>
17th	<i>cloudkill, reincarnate</i>

HOMUNCULUS SERVANT

At 3rd level, your alchemical experiments have yielded you a tiny Homunculus Servant. You determine your Homunculus' appearance, it is friendly to you and your companions, and it obeys your commands to the best of its ability. See its game statistics in the Homunculus Servant stat block, which uses your proficiency bonus (PB) in several places.

In combat, your Homunculus acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you use a bonus action to command it to take an action from its stat block, or another action. If you are incapacitated, your Homunculus can take any action it chooses. If you die, your Homunculus turns to ash after a number of minutes equal to your artificer level.

If your Homunculus has died within the last hour, you can touch it with alchemist's supplies and expend a spell slot of 1st-level or higher to return to life at its maximum hit points.

At the end of a long rest, you can make a new Homunculus Servant using your alchemist's supplies. If you already have a Homunculus from this feature, the first one turns to ash.



HOMUNCULUS SERVANT

Tiny construct, neutral

Armor Class 11 + PB (natural armor)

Hit Points 1 + two times your artificer level.
(the Homunculus Servant has a number of hit dice [d4s] equal to your artificer level)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Senses darkvision 60ft., passive Perception 10 + PB

Languages understands the languages you speak

Arcane Conduit. When your Homunculus Servant is within 120 feet of you, it can deliver any spell you can cast that has a range of touch.

Evasion. If the Homunculus makes a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Might of the Master. You add your PB to any ability check or saving throw your Homunculus makes.

Actions

Force Strike. *Ranged Weapon Attack:* your spell attack modifier to hit, range 30 ft., one target you can see. Hit: 1d4 + PB force damage.

Administer Elixir. The Homunculus can administer an Elixir they are carrying to any creature within 5 feet.



POTENT POTIONS

Starting at 5th level, when one of your spells or Elixirs deals acid, fire, necrotic, or poison damage, or restores hit points to a creature, you gain a bonus to one damage, or healing roll equal to your Intelligence modifier (minimum of +1).

RESTORATIVE REAGENTS

Beginning at 9th level, your Elixirs grant temporary hit points equal to your artificer level in addition to their normal effects.

MASTER ALCHEMIST

You have become a master among Alchemist artificers. Upon reaching 15th level, you gain resistance to acid and poison damage, and immunity to the poisoned condition.

ALCHEMICAL ELIXIR INFUSIONS

At the end of each long rest, you use alchemist's supplies to infuse individual Tiny vials that contain a copy of each Elixir you know, without spending a spell slot. Elixirs produce the effect of their spell at its lowest level. Unused Elixirs become inert and unusable at the end of your next long rest.

As an action, a creature can drink an Elixir, administer an Elixir to a willing creature within 5 feet, or throw an Elixir at a point within 30 feet to produce its spell's effect at the point of impact. If an Elixir's spell effect requires concentration, the creature that drinks it must concentrate on the effect. Elixirs use your artificer spell save DC and spellcasting modifier.

For example, if you learn the Create Greater Elixir Infusion and choose *grease* and *sleep*, at the end of each long rest you prepare an Elixir of *grease*, and an Elixir of *sleep*. Creatures can then use these Elixirs to produce the spell effects.

As an action, you can create an extra copy of an Elixir you know by expending the spell slot in its description. Elixirs can be used as part of the same action you create them.

CREATE MINOR ELIXIR

Prerequisite: 1st level Alchemist artificer

Each time you select this Infusion, choose two Elixir effects to learn from the table below. To produce an additional minor Elixir, you must expend a spell slot of 1st-level or higher.

<i>armor of arcane ice</i>	<i>heroism</i>
<i>cure wounds</i>	<i>jump</i>
<i>disguise self</i>	<i>longstrider</i>
<i>fog cloud</i>	<i>sanctuary</i>
<i>grease</i>	<i>sleep</i>

CREATE GREATER ELIXIR

Prerequisite: 5th level Alchemist artificer

Each time you select this Infusion, choose one Elixir effect to learn from the table below. To produce an additional greater Elixir, you must expend a spell slot of 2nd-level or higher.

<i>barkskin</i>	<i>flame blade</i>
<i>blindness/deafness</i>	<i>invisibility</i>
<i>dragon's breath*</i>	<i>lesser restoration</i>
<i>enhance ability</i>	<i>mirror image</i>
<i>enlarge/reduce</i>	<i>spider climb</i>

CREATE ADVANCED ELIXIR

Prerequisite: 9th level Alchemist artificer

Each time you select this Infusion, choose one Elixir effect to learn from the table below. To produce additional advanced Elixirs, you must expend a spell slot of 3rd-level or higher.

<i>animate dead</i>	<i>haste</i>
<i>blink</i>	<i>meld into stone</i>
<i>daylight</i>	<i>remove curse</i>
<i>fireball</i>	<i>stinking cloud</i>
<i>gaseous form</i>	<i>water breathing</i>

CREATE MASTERWORK ELIXIR

Prerequisite: 15th level Alchemist artificer

Each time you select this Infusion, choose one Elixir effect to learn from the table below. To make additional masterwork Elixirs, you must expend a spell slot of 4th-level or higher.

<i>blight</i>	<i>greater restoration</i>
<i>death ward</i>	<i>heal</i>
<i>freedom of movement</i>	<i>polymorph (self only)</i>
<i>globe of invulnerability</i>	<i>true seeing</i>
<i>greater invisibility</i>	<i>vitriolic sphere*</i>

ARMORER

Of all the specialties that an artificer can pursue, that of the Armorer is the most defensively-minded. With a focus on becoming a bastion of magic and metal, Armorer's modify a set of armor to function as a second skin. They focus the magic of their artifice through this armor to unleash potent attacks and generate a formidable defense. Armorer's view their armor as an extension of their bodies, and as they refine their magical abilities, inventor and armor become one.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with smith's tools and heavy armor. If you are already proficient with smith's tools, you gain proficiency with a set of artisan's tools of your choice.

ARCANE ARMOR

Starting at 1st level you can combine magic with mundane armor to forge a set of Arcane Armor. At the end of a long rest, you can touch your smith's tools to a set of armor and it into a set of Arcane Armor. This armor is only usable by you, and while wearing it you gain the following benefits:

- If the armor normally has a Strength requirement, your Arcane Armor lacks this requirement for you.
- You can use your Arcane Armor as a spellcasting focus.
- Your Arcane Armor attaches to you and can't be removed against your will. It expands to cover your entire body, and functionally replaces any missing limbs or body parts.
- You can don or doff your Arcane Armor as an action, and can retract or deploy the helmet as a bonus action.
- You can use a bonus action to grant yourself temporary hit points equal to your Intelligence modifier (minimum of 1).





ARMORER SPELLS

Artificer Level	Spells
2nd	<i>shield, thunderwave</i>
5th	<i>mirror image, shatter</i>
9th	<i>lightning bolt, thunder step*</i>
13th	<i>fire shield, storm sphere*</i>
17th	<i>destructive wave, wall of force</i>

WEAPONIZED GAUNTLETS

Starting at 3rd level, you can weaponize the gauntlets of your Arcane Armor, choosing one of the options below. You can use your Intelligence, in place of Strength or Dexterity, for the attack and damage rolls of your weaponized gauntlets.

At the end of each long rest, you can touch your smith's tools to your Arcane Armor, changing the armor's gauntlet weapon out for the other weaponized option below.

Lightning Cannon. Your gauntlets become simple ranged weapons, with a normal range of 90 feet and a long range of 300 feet, and on hit they deal 1d6 lightning damage. Once per turn, when you hit with a Lightning Launcher attack, you can cause it to deal an additional 1d6 lightning damage.

Thunder Gauntlets. Your gauntlets become simple melee weapons, and deal 1d8 thunder damage on hit. Any creature you hit with your Gauntlets has disadvantage on attack rolls against targets other than you until the start of your next turn.

EXTRA ATTACK

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

ARMORER ADEPT

Also starting at 5th level, you can touch a magical suit of armor and use it as your Arcane Armor. Bonuses to your Armor Class, or any other features, do not stack. You must choose one instance of the bonus or feature to use.

ARMOR MODIFICATIONS

Beginning at 9th level, your Arcane Armor now counts as separate items for the purposes of your Infusions: armor (the chest piece), boots, helmet, and the gauntlets (weapon). Each of those items can bear one of your Infusions. Also, your number of Infusions Known increases by 2, but these extra Infusions must be applied to part of your Arcane Armor.

MASTER ARMORER

You have become a master of Armorer artifice. Beginning at 15th level, you make significant improvements to your Arcane Armor improving its combat abilities. You gain the following benefits while wearing your Arcane Armor:

- Your movement speed increases by 10 feet.
- You gain a flying speed equal to your movement speed.
- You adjust your weaponized gauntlets so that you have access to both weaponized gauntlet options at once.
- The damage of your Lightning Launcher becomes 2d6, and the damage of your Thunder Gauntlets becomes 2d8.

BATTLE SMITH

A combination of protector and medic, Battle Smith artificers are experts at defending others and repairing both material and personnel. To aid in their work, Battle Smiths construct and modify their Steel Defender, a one of a kind companion. With their Steel Defender by their side, there is no threat a Battle Smith won't run headlong into to save an ally.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with smith's tools and heavy armor. If you are already proficient with smith's tools, you gain proficiency with a set of artisan's tools of your choice.

BATTLE READY

Starting at 1st level, you can use your Intelligence, in place of Strength or Dexterity, for your attack and damage rolls with magic weapons, or a weapon bearing one of your Infusions.

In addition, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the creature's attack roll. You must be wielding a shield or weapon to use this reaction.

BATTLE SMITH SPELLS

Artificer Level	Spells
2nd	<i>sanctuary, shield of faith</i>
5th	<i>lesser restoration, warding bond</i>
9th	<i>aura of vitality, counterspell</i>
13th	<i>aura of purity, death ward</i>
17th	<i>circle of power, mass cure wounds</i>



STEEL DEFENDER

At 3rd level, you create a faithful construct, a Steel Defender. It is friendly to you and your allies, and obeys your orders. Its game statistics are in the Steel Defender stat block, which uses your proficiency bonus (PB) in multiple places.

In combat, your Steel Defender acts during your turn. It can move and use its reaction on its own, but it only uses the Dodge action on its turn unless you use your bonus action to order it to take an action in its stat block, or another action. If you are incapacitated, your Steel Defender acts on its own.

If your Steel Defender has died within the last hour, you can touch it with your smith's tools and expend an artificer spell slot to return it to life with its maximum hit points.

At the end of a long rest, you can magically create a new Steel Defender with your smith's tools. When you do so, any previous Steel Defenders are immediately rendered inert.

At creation, you choose the shape of your Steel Defender:

Humanoid Your Steel Defender resembles a Medium humanoid of your choice. It is proficient with shields, and it has humanoid hands that it can use to perform basic tasks.

Quadruped Your Steel Defender resembles a Large beast or your choice. Its movement speed increases by 10 feet, and it can be ridden as a trained mount, but only by you.

MINOR UPGRADE

At 5th level, you improve the offensive capabilities of your Steel Defender with one of the Minor Upgrades below:

Minor Arcanum. You imbue your Steel Defender with the ability to cast a 1st-level artificer spell of your choice. As a bonus action, you can order your Steel Defender to cast the imbued spell at 1st-level, using your spellcasting modifier.

Your Steel Defender has a number of charges of the spell equal to your Intelligence modifier (minimum of 1), and it regains all expended charges when you finish a long rest.

Martial Offense. The damage of your Steel Defender's Rend becomes 1d10, and when you command it to take the Rend action it can make two Rend attacks instead of one. It can replace either Rend attack with a grapple or shove.

ADJUSTABLE IMPROVEMENTS

You can upgrade your Steel Defender on the fly. Starting at 9th level, each time you finish a long rest, you can use your smith's tools to replace one of your Steel Defender's Upgrades with another Upgrade gained at the same level.

GREATER UPGRADE

At 9th level, you imbue your Steel Defender with wondrous abilities. It gains one of the Greater Upgrades below:

Limited Sentience. You improve the cognitive abilities of your Steel Defender. Its Intelligence score becomes a 10. It also gains proficiency with a set of tools of your choice, and learns to speak, read, and write two languages of your choice.

Reinforced Plating. You improve the structure of your Steel Defender. It gains resistance to bludgeoning, piercing, and slashing damage from all non-magical attacks.

Restorative Touch. You imbue your Steel Defender with a pool of healing magic. Its pool has a number of points equal to four times your artificer level. As a bonus action, you can command your Steel Defender to touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in its pool.



STEEL DEFENDER

construct, neutral

Armor Class 12 + PB (natural armor)

Hit Points 5 + five times your artificer level

(the steel defender has a number of hit dice [d10s] equal to your artificer level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhausted, poisoned

Senses darkvision 60 ft., passive Perception 10 + PB

Languages understands the languages you speak

Might of the Master. You add your PB to any ability check or saving throw the Steel Defender makes.

Vigilant. The Steel Defender can't be surprised.

Actions

Rend. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target you can see. Hit: 1d8 + PB force damage.

Repair. The Steel Defender can expend one of its Hit Dice to restore 1d10 +PB hit points to itself or to one construct or object within 5 feet of it.





MASTERWORK UPGRADE

At 15th level, you imbue your Steel Defender with incredible power. It gains one of the Masterwork Upgrades below:

Arcane Ward. Creatures of your choice within 15 feet of your Steel Defender are resistant to damage from spells.

Self-Destruct. You embed a powerful arcane explosive in your Steel Defender. As a bonus action, you can order your Steel Defender to self-destruct, destroying itself and forcing creatures within 20 feet to make a Dexterity saving throw. A creature takes 10d6 force damage on a failed save, or half as much damage on a success. Once used, your Steel Defender cannot be revived until the end of your next long rest.

Major Arcanum. You imbue your Steel Defender with the ability to cast a 3rd-level artificer spell of your choice. As a bonus action, you can order your Steel Defender to cast the imbued spell at 3rd-level, using your spellcasting modifier.

Your Steel Defender has a number of charges of the spell equal to your Intelligence modifier (minimum of 1), and it regains all expended charges when you finish a long rest.

WANDSLINGER

Wandslingers use their ingenuity and artistic minds to craft wondrous arcane weapons. What they lack in flexibility and subtlety, they make up for in overwhelming arcane firepower. Wandslingers are marked by their signature Arcane Sidearm. For some, these are intricately carved wands or staves, and for others they are expertly crafted runic iron cannons.

TOOLS OF THE TRADE

At 1st level, you gain proficiency with woodcarver's tools. If you are already proficient with woodcarver's tool, you gain proficiency with another set of artisan's tools of your choice.

ARCANE SIDEARM

At 1st level, you learn to construct a Wandslinger's signature weapon, an Arcane Sidearm. At the end of a long rest, you can use your woodcarver's tools to craft an Arcane Sidearm. It is a Tiny object, though you determine its appearance, and you can use it as a spellcasting focus for your artificer spells.

You can only have one Arcane Sidearm, and creating a second Sidearm renders the magic of the first inert.

As an action, you can use your Sidearm to make a ranged spell attack against a target within 120 feet. On hit, it takes force damage equal to 1d10 + your Intelligence modifier.

WANDSLINGER SPELLS

Artificer Level	Spells
2nd	<i>shield, thunderwave</i>
5th	<i>blur, shatter</i>
9th	<i>counterspell, lightning bolt</i>
13th	<i>vitriolic sphere*, wall of fire</i>
17th	<i>cone of cold, wall of force</i>

SPELLCRAFT RUNES

At 3rd level, you learn to enhance your Arcane Sidearm with powerful Runes. At the end of a long rest, you inscribe your Sidearm with one of the Spellcraft Runes below. Until the end of your next long rest, you can use a bonus action to produce the Rune's effect while wielding your Sidearm.

Rune of Blasting. Your Sidearm emits a blast of magic in an adjacent 15-foot cone, forcing creatures in that area to make a Dexterity saving throw. On a failed save, creatures take 2d6 thunder damage and are knocked back 5 feet.

Rune of Destruction. Your Sidearm conjures a burst of lightning at a point within 60 feet. Creatures within 5 feet of that point must make a Dexterity saving throw. They take 2d6 lightning damage on a failure, and half as much on a success.

Rune of Protection. Your Sidearm produces a field that grants you, and creatures of your choice within 10 feet of you, temporary hit points equal to your Intelligence modifier.

ARCANE DUELIST

You wield your Sidearm with deadly skill. Starting at 5th level, when you use your action to attack with your Sidearm, you can make two spell attacks as part of the same action.

The number of spell attacks you make with your Arcane Sidearm as part of one action increases again when you reach 11th level (3 attacks), and 17th level (4 attacks).

EMPOWERED RUNES

When you reach 9th level, your Spellcraft Runes increase in power. The rolls of all three of your Runes increase by 1d6.

MASTER WANDSLINGER

You have become a master Wandslinger. Starting at 15th level, when you use your action to make a Sidearm attack, you can cast a spell of 1st-level or higher as a bonus action.



ARTIFICER INFUSIONS

Below are the Infusions available to an artificer. If an Infusion has a prerequisite, like your artificer level, you can learn it at the same time that you meet the prerequisite. Your Infusions use your artificer spellcasting ability and spell save DC.

ARCANE FIREARM

Item: A rod or wand

This tiny length of wood is infused with a cantrip of your choice from the wizard spell list. As an action, a creature can produce the imbued cantrip from the object.

ARM LAUNCHER

Item: A glove or gauntlet

This tiny magical launcher can be loaded with a Tiny object, including but not limited to; ball bearings, a vial of acid, or holy water. As a bonus action the wearer can activate the launcher and make a ranged attack at a target up to 20 feet away. The launcher can be reloaded as an action.

ENHANCED ARCANE FOCUS

Item: A rod, staff, or wand (requires attunement)

This item grants the user +1 bonus to spell attack rolls, and they can ignore half cover when making spell attacks.

This bonus increases at 9th level (+2) and 15th level (+3).

ENHANCED DEFENSE

Item: A suit of armor or a shield

This item grants the user +1 bonus to their armor class while wearing (armor) or wielding (shield) the infused item.

This bonus increases at 9th level (+2) and 15th level (+3).

ENHANCED WEAPON

Item: A simple or martial weapon

This magic weapon grants the user a +1 bonus to any attack and damage rolls they make with it.

This bonus increases at 9th level (+2) and 15th level (+3).

FEATHERWEIGHT BELT

Item: A belt or cloak (requires attunement)

When worn, this magic belt reduces the user to one-tenth of their weight without decreasing their physical abilities.

Starting at 9th level it reduces the wearer to one-hundredth of their weight without decreasing their physical abilities.

FEATHERWEIGHT WEAPON

Item: A heavy or two-handed weapon (requires attunement)

This magic weapon no longer has either the heavy or two-handed property (your choice upon infusion).

At 9th level this magic weapon grants a +1 bonus to attack and damage rolls. This bonus increases to +2 at 15th level.

GOGGLES OF CLEARSIGHT

Item: A pair of goggles or glasses

While wearing these goggles, the wearer can see through lightly obscured areas without disadvantage on Wisdom (Perception) checks. In addition, the wearer no longer suffers the negative effects from the *Sunlight Sensitivity* trait, and they have advantage on saving throws to resist being blinded.

POWER WHIP

Item: A whip or chain

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and its damage die becomes a 1d8.

This bonus increases at 9th level (+2) and 15th level (+3).

REPEATING SHOT

Item: A ranged weapon (requires attunement)

This magic weapon ignores the loading property if it has it. If you load no ammunition into the weapon it produces its own, creating one piece of magical ammunition when you make a ranged attack with it. This magical ammunition vanishes the instant after it hits or misses the target.

At 9th level this magic weapon grants a +1 bonus to attack and damage rolls. This bonus increases to +2 at 15th level.

REPLICATE MINOR MAGIC ITEM

Using this Infusion, you can replicate any common magic item, or a magic item from the list below. You can learn this infusion multiple times, choosing a different item each time.

Minor Item	Minor Item
Alchemy Jug	Rope of Climbing
Bag of Holding	Sending Stones
Cap of Water Breathing	Wand of Magic Detection
Goggles of Night	Wand of Secrets

RETURNING WEAPON

Item: A weapon with the thrown property

After making a ranged attack this magic weapon, whether it is a hit or miss, it immediately returns to the wielder's hand.

At 9th level this magic weapon grants a +1 bonus to attack and damage rolls. This bonus increases to +2 at 15th level.

HOMING WEAPON

Prerequisite: 5th level artificer

Item: A ranged or thrown weapon

The wielder of this magic weapon ignores the disadvantage imposed when attacking at the weapon's long range.

At 9th level this magic weapon grants a +1 bonus to attack and damage rolls. This bonus increases to +2 at 15th level.

IMMOVABLE BOOTS

Prerequisite: 5th level artificer

Item: A pair of boots (requires attunement)

When the wearer is standing on a flat surface, they can use an action to activate the boots, magically fixing the wearer in place. Until the wearer uses an action to deactivate the boots, they do not move, even if they are defying gravity.

A creature can use an action to make a DC 30 Strength check, separating the boots from the surface on a success.

INFILTRATOR ARMOR

Prerequisite: 5th level artificer

Item: A suit of armor (requires attunement)

This magic suit of armor retains its weight, but is formfitting, wearable under clothing, and virtually weightless. The wearer of this armor has advantage on Dexterity (Stealth) checks.

If the armor normally imposes disadvantage on such checks, the advantage and disadvantage cancel each other.





LIGHT BLADE

Prerequisite: 5th level artificer

Item: A sword hilt or wand (requires attunement)

While grasping the item, the wielder can use a bonus action to cause a blade of pure radiance to spring into existence, or disappear, from the end of the item. While the blade exists, this magic item is a simple weapon with the finesse property. The luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is not sunlight. This weapon deals 1d8 radiant damage on hit, and its wielder gains a +1 bonus to attack and damage rolls with it.

At 9th level this magic weapon grants a +1 bonus to attack and damage rolls. This bonus increases to +2 at 15th level.

MIND SHARPENER

Prerequisite: 5th level artificer

Item: A suit of armor or robes

This item can send a jolt to the wearer to refocus their mind. The item has 4 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, they can use their reaction to spend 1 of the item's charges to succeed instead. The item regains all expended charges at dawn.

RADIANT WEAPON

Prerequisite: 5th level artificer

Item: A melee weapon (requires attunement)

As a bonus action, the wielder can cause this weapon to emit bright light in a 30-foot radius, and dim light 30 feet beyond that. The wielder can extinguish the light as a bonus action.

This weapon has 4 charges. When the wielder hits a creature with a melee attack, they can expend 1 charge and force the target to make a Constitution saving throw. On a failed save, the creature is blinded until the start of your next turn. The weapon regains all expended charges at dawn.

At 9th level this magic weapon grants a +1 bonus to attack and damage rolls. This bonus increases to +2 at 15th level.

REPLICATE GREATER MAGIC ITEM

Prerequisite: 5th level artificer

Using this Infusion, you can replicate any uncommon magic item that doesn't require attunement, or a magic item from the list below. You can learn this Infusion multiple times, but you must choose a different magic item each time.

Greater Item	Greater Item
Boots of Elvenkind	Eyes of the Eagle
Brooch of Shielding	Hat of Disguise
Cloak of Elvenkind	Lantern of Revealing
Cloak of the Manta Ray	Ring of Jumping
Eyes of Charming	Slippers of Spider Climbing

REPULSION GAUNTLETS

Prerequisite: 5th level artificer

Item: A pair of gloves or gauntlets (requires attunement)

These magical gauntlets have 4 charges. When the wearer hits a creature with an unarmed strike they can expend 1 charge and force the target to make a Strength saving throw. On a failed save, the creature is knocked back 15 feet. The gauntlets regain all expended charges at dawn.

At 9th level this magic weapon grants a +1 bonus to attack and damage rolls. This bonus increases to +2 at 15th level.

REPULSION SHIELD

Prerequisite: 5th level artificer

Item: A shield (requires attunement)

This magic shield has 4 charges. When the wielder is hit by a melee attack, they can force the attacker to make a Strength saving throw. On a failed save, the attacker is knocked back 15 feet. The shield regains all expended charges at dawn.

At 9th level this magic shield grants its wielder a +1 bonus to their Armor Class. This bonus becomes +2 at 15th level.

ARMOR OF MAGICAL STRENGTH

Prerequisite: 9th level artificer

Item: a suit of armor (requires attunement)

The wearer of this magical armor can use their Intelligence, in place of Strength, for any ability checks or saving throws they make that would normally use their Strength.

This armor also has 4 charges. As a reaction when the wearer would be knocked prone or moved against their will, they can expend 1 charge to remain standing or not move. The armor regains all charges at the end of a long rest.



BOOTS OF THE WINDING PATH

Prerequisite: 9th level artificer

Item: A pair of boots (requires attunement)

The wearer of these magical boots can use a bonus action to teleport up to 15 feet to an unoccupied space they can see.

CHAMELEON ARMOR

Prerequisite: 9th level artificer

Item: a suit of armor (requires attunement)

This armor has 4 charges. While wearing this magical armor the wearer can use an action to expend charges and cast one of the following spells, targeting only themselves: *invisibility* (2 charges) or *greater invisibility* (4 charges).

This armor regains all expended charges daily at dawn.

ELEMENTAL WEAPON

Prerequisite: 9th level artificer

Item: A melee weapon (requires attunement)

You infuse this magic weapon with elemental energy. Upon infusion, choose a command word and one of the following damage types: acid, cold, fire, poison, or lightning. As a bonus action, the wielder can speak the weapon's command word and cause elemental energy to burst forth from the weapon until the command word is spoken again. On hit, the weapon deals an additional 1d4 of the chosen elemental damage.

At 15th level the bonus elemental damage becomes 1d6.

HELM OF AWARENESS

Prerequisite: 9th level artificer

Item: A helm, hat, or diadem (requires attunement)

The wearer of this helm has advantage on initiative rolls and cannot be surprised, so long as they are not incapacitated.

RESISTANT ARMOR

Prerequisite: 9th level artificer

Item: A suit of armor (requires attunement)

The wearer of this magical armor has resistance to one of the following damage types; acid, cold, fire, lightning, necrotic, poison, radiant, or thunder (your choice upon Infusion).

At 15th level you can choose force or psychic damage.

REPLICATE ADVANCED MAGIC ITEM

Prerequisite: 9th level artificer

Using this Infusion, you can replicate any uncommon magic item that requires attunement, or a magic item from the list below. You can learn this Infusion multiple times, but you must choose a different magic item each time.

Advanced Item	Advanced Item
Boots of Striding & Springing	Helm of Telepathy
Boots of the Winterlands	Medallion of Thoughts
Bracers of Archery	Necklace of Adaptation
Cloak of Protection	Periapt of Wound Closure
Gauntlets of Ogre Power	Pipes of the Sewer
Gloves of Missile Snaring	Portable Hole
Gloves of Swimming & Climbing	Ring of Mind Shielding
Headband of Intellect	Winged Boots

RING OF THE ELEMENTS

Prerequisite: 9th level artificer

Item: A ring (requires attunement)

Upon infusing this magic ring you select one of the following damage types: acid, cold, fire, poison, lightning, or thunder.

When the wearer casts a spell that deals the damage type of the ring, they can use the ring to cause their spell to deal maximum damage to one target instead of rolling.

Once the wearer uses this ring to maximize the damage of a spell it cannot be used again until the the next dawn.

GAUNTLETS OF THE GUARDIAN

Prerequisite: 15th level artificer

Item: A pair of gauntlets (requires attunement)

These magic gauntlets are infused with an arcane pulling force. When the wielder has a free hand, and a Huge or smaller creature ends its turn within 30 feet, they can use their reaction to force it to make a Strength saving throw. On a failed save, the target is pulled 30 feet toward the wielder, to an unoccupied space of their choice. If they pull the target within 5 feet, they can make one weapon attack against it.

HELM OF MIND SHIELDING

Prerequisite: 15th level artificer

Item: A helm, hat, or diadem (requires attunement)

The wearer of this magic helm gains resistance to psychic damage and immunity to both the charmed and frightened conditions and magic that allows another creature to read their thoughts or telepathically communicate with them.

MASTERWORK HOMUNCULUS

Prerequisite: 15th level artificer

You have discovered the secrets to the creation of life. You learn the *clone* spell. It counts as an artificer spell for you, but it doesn't count against your total number of Spells Known. You can cast *clone* without expending a spell slot as long as you have the material components available. Your clone only takes 12 days to reach maturity, but you can only have one.

If you replace this Infusion with another at any point before your clone reaches maturity, the spell immediately fails.

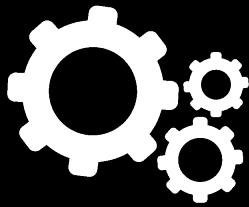
REPLICATE MASTERWORK MAGIC ITEM

Prerequisite: 15th level artificer

Using this Infusion, you can replicate any rare magic item that doesn't require attunement, or a magic item from the list below. You can learn this Infusion multiple times, but you must choose a different magic item each time.

Masterwork Item	Masterwork Item
Amulet of Health	Folding Boat
Belt of Hill Giant Strength	Gem of Seeing
Boots of Levitation	Horn of Blasting
Boots of Speed	Ring of Evasion
Bracers of Defense	Ring of Free Action
Cape of the Mountebank	Ring of Protection
Cloak of Displacement	Ring of the Ram
Cloak of the Bat	Robe of Eyes
Dimensional Shackles	Rope of Entanglement





THE ALTERNATE ARTIFICER

A streamlined and satisfying take on the masters of arcane invention for 5e. Includes a slew of Infusions and four Specializations: Alchemist, Armorer, Battle Smith, and Wandslinger.

Version 2.1.0

Created by [/u/laserllama](#)

Artist Credits:

Covers - [Victor Adame - Gearcrafter](#)

Page 1 - [Manuel Castañón - Storm-Kiln Artist](#)

Page 3 - [Scott Murphy - Reyav, Master Smith](#)

Page 4 - [Johann Bodin - Grindstone](#)

Page 5 - [Svetlin Velinov - Izzet Chemister](#)

Page 7 - [John Brassell - Gauntlet of Power](#)

Page 8 - [Svetlin Velinov - Armed and Armored](#)

Page 9 - [Matt Stewart - Sorcerer's Wand](#)

Page 11 - [Tyler Jacobson - Pia Nalaar](#)

Expanded Options for the Alternate Artificer, including additional Infusions and ten new Specializations can be [Found Here](#)

Additional *laserllama* Homebrew content can be found for free on [GM Binder](#).

Like what you see? Support me on [Patreon!](#)

